Project Development Proposal

For

Social Hour

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Cycle: Spring 1
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Grading Rubric – Project Development Proposal

This rubric outlines the grading criteria for this document. Note that the criteria represent a plan for grading.

Achievement	Minimal	Exemplary	Pts	Score
Project Request			10	
Scope of Effort	Students need to describe (3) levels of scope with a value of 10 points each.	Clear distinction between the (3) different scope levels with details.	30	
Approach	Technical, 5 points Management, 5 points		10	
Major Deliverables	Students must describe a minimum of (3) the critical tasks for success, 10 points. Students must identify and describe risks that relate to their project, 5 points.	Students describe a more than (5) critical tasks for success, 10 points.	15	
Plan and Schedule	At least 30 tasks listed in their plan.	At 35-50 tasks in their plan all with dates and resources assigned.	20	
Grammar and Spelling	Many serious mistakes in grammar or spelling	Grammar, punctuation, and spelling all correct	10	
Tone and Presentation	Difficult to follow, but can be understood. Deduct 4 points if submitted document still contains items related to the template. (< fields >, Word comments)	Clear and concise. A pleasure to read.	5	
Late Submission	Deduct 10 points if 24 hours late. Deduct 25 points if 48 hours late.			
Total			100	

Project Development Proposal

Project

Project Request

Social Hour aims to provide a service that allows users to create and schedule both impromptu and planned events with their network of friends. In order to do this, we plan on creating a system that interacts with Google Firebase and Google Calendar by developing an Android application front-end. By the end of our development cycle, we plan on conducting extensive component and user testing, through explicitly planned testing cycles and distribution of the platform through focus groups. By doing this, we will meet the expected needs of our clients, which include (but are not limited to): peer-to-peer interaction, group management, preference saving, event creation, aesthetically pleasing user experience, and adequate power usage. Our primary goal is to have adoption through our first focus group, Drexel University's Pi Kappa Alpha chapter. As a direct effect of achieving this, we will be able to harness Google Analytics and user feedback to work towards the business goals which are less definable (adequate power usage, and aesthetically pleasing UX).

Scope of Effort

Social Hour's critical priority scope of effort falls under four categories: user experience maximisation, database integration, Java programming, and user testing.

For the user experience, the Social Hour team aims to establish and implement a consistent color theme for the application, design interfaces for all of the menus, optimise the Android Studio XML files for speed and efficiency, redesign vector graphics for app icons, and implement Google user profiles into the application.

For the database integration, the Social Hour team will fully connect the application to Firebase. This entails adding code to sync event creation in the application, to provide a framework for peer-to-peer interactions, to fully implement Google user authentication, and to store local cache for offline usage. In addition, we plan on completing research on JSON to manage data in the database, design a data structure to store in the database, implement necessary libraries for internet usage, and implement Firebase data analytics for effective crash reporting.

For the Java programming, the Social Hour team will properly implement the User Settings page, in addition to the other three main pages of the application (Groups, Friends, and Calendar). In addition, the current iteration of the Add Event page is in disrepair, and is in need of maintenance. The Add Event page also needs to be fully integrated with Firebase. Next, all libraries that are included with Social Hour (especially the libraries required for User Experience) need to be updated for speed data efficiency.

Finally, all changes that are performed to fulfill the user experience requirements need to be implemented in the Java end of the project.

While all of the above requirements are needed for Social Hour to be successful, we have stretch goals that we would like to have implemented before the term ends. Mainly, we would like begin infrastructure for non-Google email logins. Social Hour's eventual target demographic expands far beyond a social academic setting; multiple individuals have approached the team with business implications of the software, in particular areas that Outlook fails to cover yet could fall under the scope of Social Hour. While no design in terms of this aspect has been done, basic implementation of non-Google logins could be done for this project if time permits.

Team Social Hour is incredibly invested in this project, and we don't plan on slowing our momentum after the term ends. There is plenty of room for the project to grow, especially when considering all of the platforms the application does not cover. After CI 103 ends, we plan on deploying an iOS application, along with open-source desktop interfaces (Windows, Macintosh, Linux, and Web) so that users can access the platform from nearly any device they own. After that is finished, we hope to fully implement non-Google logins. Once all of these goals are accomplished, Social Hour is ready to enter a new design phase, with intentions to massively increase the feature set and start pushing our next frontier: the business sector.

Approach

For each of the four task sections, separate technologies will need to be implemented. UX development and User Testing are closely related, and will use Google Forms in order to effectively collect and analyze user testing. Java Programming and Firebase development all require the usage of a remote repository, so we will use BitBucket along with Google Hangouts for in-house code revision and communication. For each of our CI-103-specific deliverables, we will use Google Drive to collaborate on any documents that need to be created for the course. This includes proposals, requirements specifications, presentations, forms to be distributed, and external documentation.

Team Social Hour is widely diverse in talents, and as such planning and development tasks are evenly distributed to the members. Michael Rinehart will be in control of Project Managing due to experience in creating and managing projects and will function as the technical support resource due to his ownership of the primary workstation. Rocco Ordille will function as the testing coordinator, due to his connections with his primary focus group and his experience in social network design. Dylan Zeller will coordinate the planning and scheduling, due to his experience with Redmine and. Finally, issues management and code revision control falls upon Gavin Sentak, due to his ownership of the repository and prior experience with RVS.

Major Deliverable

With the CI sequence coming to an end, major components of Social Hour will culminate in the finals weeks. A key component in week 4 will be the completion of the design features by establishing a consistent color theme for the Social Hour application.

The current color scheme is not appealing or welcoming to users, so we decided to shift to a lighter color scheme to attract users.

In addition, we plan to deliver the drop-down calendar interface during week 4. The drop-down calendar feature will allow users to quickly and conveniently access their personal calendar. A crucial deliverable will be the complete implementation of Firebase to Social Hour. This will be a huge milestone during week 4 or 5 that will securely store user data and authenticate users into a system. Social Hour will have code added for local cache storage, so it will not be rendered useless without connection to the Internet. The remaining duration of Social will involve more implementation and testing, but by week 9 we want to distribute the first working version of Social Hour. Our team already has connections in place to distribute the finalized application to Greek organizations to see how it integrates and operates in an event-based group.

Plan and Schedule

The Gantt chart corresponding to this section is located on the following page.

Several of the tasks we need to accomplish are dependant on other critical tasks.

Our first critical task is Firebase integration. Our schedule requires us to finish implementing Firebase by the end of Week 4, because many of our other requirements (social networking, user accounts, preference storage, offline caching, etc) will be stored using Google Firebase, so it is imperative that we have that done by the end of Week 4.

Our second critical task is Java programming and User Experience. Both of these tasks together form the larger requirement of the Android application system. In order to deliver our prototype to our first major focus group, Pi Kappa Alpha, we need to have a working product to deploy so that we have ample time to accomplish our final critical task. Our deadline to finish component testing, Java Programming, and User Experience design is the end of Week 8.

Our final critical task is User Testing. Nearly all of the other tasks required will be finished before distributing our application, including other types of testing. User testing is critical in order to make minor adjustments / bug fixes / UI improvements before the final presentation at the end of Week 10. As a direct result, the Social Hour team plans on distributing the questionaire at the beginning of Week 9, spend the entire week responding to user feedback through e-mail communication, bug fixes, and UI improvements, in order to deliver a user-tested and finished product for Week 10's final presentation. In addition, this user testing is critical in order to continue work for Social Hour after the course of CI 103: because the potential scope for this project is widespread, utilizing Week 9 to make adjustments for proper human-centered development will greatly ease UX optimisation for future groups.

An important note: Our Gantt chart included below does NOT have resources (other than time and dependencies) allocated to individual tasks. While we have specified coordinators for specific aspects of our project, our development style is incredibly agile. In completing individual tasks, we meet tri-weekly in our dev environment, discuss what needs to be done, and dynamically allocate resources as we are experientially equipped to work. Due to this, it is not appropriate to establish hard limits on individual tasks, but rather time frames for all four resources to be allocated simultaneously.